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2 **In the Claims**

3 Claims 1, 10, 11, 17, 23, 28, 32, 36, 40 and 41 are currently amended.

4 Claims 1-41 remain in the Application and are listed below.

5  
6 **1.** (Currently Amended) A method comprising:  
7 monitoring players in a game; and  
8 based on said monitoring, to identify identifying one of a variety of or more  
9 player-exploitable game conditions, wherein at least some of the player-  
10 exploitable game conditions are produced by the game itself and are identified, at  
11 least in part, by observing a player's play of the game.

12  
13 **2.** (Original) The method of claim 1, wherein the monitoring is based on the  
14 rate at which the player is acquiring virtual property.

15  
16 **3.** (Original) The method of claim 1, wherein the monitoring is automatic.

17  
18 **4.** (Original) The method of claim 1, wherein the monitoring checks for  
19 cheaters.

20  
21 **5.** (Original) The method of claim 1, further comprising logging players who  
22 are suspected of cheating.  
23  
24  
25

1 6. (Original) The method of claim 1, wherein the player-exploitable game  
2 condition allows one player to exploit the player-exploitable game condition for an  
3 advantage against other players.

4  
5 7. (Original) The method of claim 1, wherein a cheater detection portion  
6 performs the monitoring.

7  
8 8. (Original) The method of claim 7, wherein the cheater detection portion is  
9 included in a server.

10  
11 9. (Original) The method of claim 1, further comprising sending a notice to a  
12 cheater that is exploiting the player-exploitable game condition.

13  
14 10. (Currently Amended) The method of claim 1, further comprising  
15 terminating a[[the]] cheater's privileges for a prescribed duration.

16  
17 11. (Currently Amended) The method of claim 1, further comprising sending a  
18 notice to ~~other~~ players other than a cheater describing the activities of the cheater.

19  
20 12. (Original) The method of claim 1, further comprising setting a threshold  
21 against whom the play of a number of players is compared.

22  
23 13. (Original) The method of claim 12, wherein the play of those players  
24 whose play exceeds the threshold is logged.

1 14. (Original) The method of claim 1, wherein the player-exploitable game  
2 condition includes positioning the player at some location other than a ground  
3 plane within a virtual scene.

4  
5 15. (Original) The method of claim 1, wherein the player-exploitable game  
6 condition includes rollover of a player's score.

7  
8 16. (Original) The method of claim 1, wherein the player-exploitable game  
9 condition includes rollover of a player's expense.

10  
11 17. (Currently Amended) An apparatus implemented at least in part by a  
12 computing device comprising:

13 a game including a cheater detection portion that identifies one or more  
14 player-exploitable game conditions and detects players who are exploiting at least  
15 one of said player-exploitable game conditions[[]], wherein at least some of the  
16 player-exploitable game conditions are produced by the game itself and are  
17 identified, at least in part, by observing a player's play of the game.

18  
19 18. (Original) The apparatus of claim 17, wherein the cheater detection portion  
20 includes a game monitor process.

21  
22 19. (Original) The apparatus of claim 17, wherein the cheater detection portion  
23 includes an asynchronous activity pump.

1 20. (Original) The apparatus of claim 17, wherein the cheater detection portion  
2 includes a criteria based logging portion for logging a players activity.

4 21. (Original) The apparatus of claim 17, wherein the cheater detection portion  
5 is included as a portion of a network.

7 22. (Original) The apparatus of claim 17, wherein the cheater detection portion  
8 is included as a portion of a stand-alone computer system.

10 23. (Currently Amended) A method comprising:  
11 setting a threshold for ~~[[the]]~~ a game;  
12 monitoring ~~[[the]]~~ play of a plurality of players for ~~[[a]]~~ the game;  
13 determining whether the threshold is exceeded for any of the players of the  
14 game; and  
15 logging the play of the player whose play exceeds the threshold.

17 24. (Original) The method of claim 23, further comprising determining  
18 whether the player is cheating based on the logging.

20 25. (Original) The method of claim 23, further changing the threshold when  
21 the game is being played.

23 26. (Original) The method of claim 23, wherein the threshold can be reset.

1 27. (Original) The method of claim 23, wherein the determining whether the  
2 threshold is exceeded is based on the rate at which a particular player is acquiring  
3 virtual property.

4  
5 28. (Currently Amended) The method of claim 23, wherein the determining  
6 whether the threshold is exceeded is based on a a ~~[[the]]~~ rollover rate.

7  
8 29. (Original) The method of claim 23, wherein the determining whether the  
9 threshold is exceeded is based on dupping.

10  
11 30. (Original) The method of claim 23, further comprising punishing cheaters.

12  
13 31. (Original) The method of claim 23, further comprising modifying the game  
14 based on cheaters.

15  
16 32. (Currently Amended) A computer readable medium having computer  
17 executable instructions that, when executed by a processor, causes the processor  
18 to:

19 set a threshold for ~~[[the]]~~ a game;

20 monitor ~~[[the]]~~ play of a plurality of players for ~~[[a]]~~ the game; and

21 determine~~[[ing]]~~ whether the threshold is exceeded for any of the players of  
22 the game.~~[[.]]~~

1 33. (Original) The computer readable medium having computer executable  
2 instructions of claim 32, further comprising determining whether the player is  
3 cheating based on the logging.

4  
5 34. (Original) The computer readable medium having computer executable  
6 instructions of claim 32, wherein the threshold can be reset.

7  
8 35. (Original) The computer readable medium having computer executable  
9 instructions of claim 32, wherein the determining whether the threshold is  
10 exceeded is based on the rate at which a particular player is acquiring virtual  
11 property.

12  
13 36. (Currently Amended) The computer readable medium having computer  
14 executable instructions of claim 32, wherein the determining whether the threshold  
15 is exceeded is based on a a ~~[[the]]~~ rollover rate.

16  
17 37. (Original) The computer readable medium having computer executable  
18 instructions of claim 32, wherein the determining whether the threshold is  
19 exceeded is based on dupping.

20  
21 38. (Original) The computer readable medium having computer executable  
22 instructions of claim 32, further comprising punishing cheaters.

1 39. (Original) The computer readable medium having computer executable  
2 instructions of claim 32, further comprising modifying the game based on  
3 cheaters.

4  
5 40. (Currently Amended) The [[A]] method of claim 1, further comprising:  
6 sending an indication to a player monitor ~~every time~~ if an item is accrued so  
7 that a determination can be made as to whether a player-exploitable game  
8 condition is being exploited.

9  
10 41. (Currently Amended) A computer readable medium having computer  
11 executable instructions that, when executed by a processor, causes the processor to  
12 implement the method of claim 40.[:]

13 ~~send an indication to a player monitor every time an item is accrued so that~~  
14 ~~a determination can be made as to whether items of virtual property are being~~  
15 ~~accrued too quickly.~~